	1 DEGREE=17.9 MILS LAY BY GRID AZIMUTH 1. MATH STEP: SUBTRACT THE AZ OF FIRE FROM THE DC (+6400Å IF NEC).		FIRING BATTERY SUPERVISOR'S REFERENCE SQUARE GTA 06-01-003* OCTOBER 1987 Headquarters, Department of the Army	
2400	2. PLACE RESULTS ON AIMING CIRCLE (UPPER MOTION) USE THE BLACK NUMBERS. 3. CENTER MAGNETIC NEEDLE (LOWER MOTION). 4. SIGHT ON PANTEL (UPPER MOTION).		LAY BY AIMING POINT (AP) AND DEFLECTION 1. SCALE AZ TO AP FROM MAP. 2. MATH STEP: SUBTRACT THE BACK AZ OF FIRE FROM THE	1000
\$200	LAY BY ONIENTING ANGLE 1. PLACE AC OVER ORIENTING STATION. 2. MATH STEP: SUBTRACT THE AZ OF FIRE FROM AZ TO THE OL (+64006 IF NEC). 3. PLACE RESULT ON ANIMO CIRCLE (UPPER MOTION) USE THE BLACK NUMBERS. 4. SIGHT ON EOL (LOWER MOTION). 5. SIGHT ON PANTEL (UPPER MOTION).		AZ TO AP (+4400-LE FACC). 3. RESULT IS DF. USE THE PROPER COMMANDS TO LAY THE BTRY. 4. COMMAND: "BTRY ADJ., AIMING POINT	1200
4800 5000	COMMANDS FOR LAYING THE BTRY 1. "BATTERY ADJUST AJMING POINT THIS INSTRUMENT" 2. "NUMBER (SO AND SO) AJMING POINT IDENTIFIED" 3. "NUMBER (SO AND SO) OF	• 1	1. PLACE AC WHERE IT CAN BE SEEN BY ALL THE PIECES 2. AFTER THE BP FIRES THE FIRST ROUND COMMAND, BP REFER AIMING POINT THIS INSTRUMENT. BP AIMING POINT IDENTIFIED, DF 3. PLACE THE REFERRED OF ON THE AIMING CIRCLE (UPPER MOTION). 4. SIGHT ON PANTEL (LOWER MOTION). 5. LAY THE BTRY (UPPER MOTION).	1400 1600
4600	LAY BY COMPASS 1. PLACE COMPASS ON STEADY OBJECT. 2. MEASURE AZ TO PANTEL OF BP. 3. MATH STEP: SUBTRACT THE AZ OF FIRE FROM THE AZ MEASURED TO THE WEAPONS PANTEL.	Index Point	DECLINATION 1. PLACE AC OVER DECUNATION STATION. 2. SET KNOWN AZ (UPPER MOTION). 3. SIGHT ON THE AZ MARKER (LOWER MOTION). 4. CENTER MAGNETIC NEEDLE (UPPER MOTION).	1800
4400	A. RESULT IS OF. USE THE PROPER COMMANDS TO LAY BP. 5. COMMAND: "8P ADJ AIMING POINT THIS INSTRUMENT OF "8P AIMING POINT IDENTIFIED. DF "8P IS LAID. BTRY ADJ AIMING POINT 8P."		 RECORD INSTRUMENT READING AND REPEAT PROCESS ON SECOND KNOWN POINT. AVERAGE AND EXPRESS TO THE WHOLE MIL. 	2000
45,00	MEASURE THE ORIENTING ANGLE 1. SET UP AC OVER ORIENTING STATION. 2. COMMAND: "NUMBER (SO AND SO) REFER AIMING POINT THIS INSTRUMENT." 3. SET REFERRED OF ON THE AC USING THE (UPPER MOTION). 4. SIGHT ON PANTEL (LOWER MOTION). 5. SIGHT ON EOL (UPPER MOTION). READ THE ORIENTING ANGLE.		MEASURE THE AZIMUTH OF FIRE 1. SET UP AC AWAY FROM MAGNETIC ATTRACTIONS. 2. COMMAND: "NUMBER (SO AND SO) REFER AIMING POINT THIS INSTRUMENT." 3. SET REFERRED DF ON THE AC USING THE (UPPER MOTION). 4. SIGHT ON PANTEL (LOWER MOTION). 5. CENTÉR MAGNETIC NEEDLE (UPPER MOTION). 6. MATH STEP: SUBTRACT THE INSTRUMENT READING FROM THE DC (+4400m IF NEC) RESULT IS THE AZIMUTH OF FIRE.	2200

		Tildildili	
#2 Df Distm #5 Df_		FIRE COMMANDS 1. Warning Order 2. Please to Follow/Pieces to Fire/Method of fire 3. Special Instructions 4. Projectite 5. Ammunition Lot 6. Charge 7. FuzerFuze Setting 8. Direction 10. Method of Fire for Effect	3000 0001 0000 0001
COMPUTATION OF XO'S MIN QE 4 a GREATEST & OF SITE TO CREST VERTICLE \$ (Sm > PICCE TO CREST RG EXP IN 1000s) 4 c (\$\frac{1}{4} \text{ a + \$\frac{1}{4}} \text{ b + \$\frac{1}{4} \text{ c }	1. SET THE KNOWN AZAULTH AND SIGHT ON THE AZ MA 2. TRACK THE SUN (UPPERM READ THE AZAULTH TO TH AND ANNOUNCE IT TO THE 3. WHEN THE FLANK STATION (UPPER MOTTON) AND ANT THE SECOND AZIMUTH. 4. DETERMINE THE CLOCKY AND SECOND AZIMUTH. 7. THE FLANK STATION. FLANK 1. SET 0.0 MILS ON THE AIM 1. SET 0.0 MILS ON THE AIM 2. WITH THE (LOWER MOTTON SUN LINITLE THE SAUSTERS 3. DEPPERSS THE TELESCOPE	IOTHORY AND ANNOUNCE TIP. E SUN OF THE ALMING CIRCLE FLAIN'S STATION. IS READY, THACK THE SUN JOUNCE TIP AGAIN AND RECORD SE ANGLE BETWEEN THE FIRST NINDOUNCE THE CHECK ANGLE TO (S TATION OS CIRCLE (UPPER MOTION). (), SIGHT ON AND TRACK THE TATION ANNOUNCES TIP. FOF THE ALMING CIRCLE AND TALION THE ALMING CIRCLE HE AZIMUTH THAT IS S MEASURED AND COPY THE MASTER STATION. NOTE AND THE READING ON MASTER STATION. NAGLE AND THE READING ON EWITHIN Z SUMLS.	0000 0 1000 2000
Supersedes GTA 6-1-2.	Approved for public release,	distribution is unlimited.	
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